

IN THE CLAIMS

Please amend the claims as indicated below. A clean copy of the claims in compliance with 37 CFR 1.121 appears at the end of this Amendment.

1. (CURRENTLY AMENDED) A method of playing a video wagering game, comprising:

 a player placing a wager on a reel-slot-type video game event having a plurality of symbol positions; displaying a plurality of randomly selected game symbols on a display, each symbol appearing in a designated symbol position;

 upon the occurrence of a predetermined triggering event, randomly selecting between zero and fewer than a maximum number of viewable symbol positions as a wild symbol position;

 converting each symbol displayed within each selected wild symbol position to a wild symbol; and

 determining game outcomes based on the displayed game symbols and wild symbols in a single [the same] game event.

2. (ORIGINAL) The method of claim 1, wherein the conversion of each symbol within each wild symbol position takes place one at a time.

3. (ORIGINAL) The method of claim 1, wherein between one and one less than all available symbol positions are selected as wild symbol positions.

4. (ORIGINAL) The method of claim 1, wherein each wild symbol is identical.

5. (ORIGINAL) The method of claim 1, wherein each wild symbol morphs into a game symbol prior, after to or during the step of determining game outcomes.

6. (ORIGINAL) The method of claim 1, wherein each wild symbol is wild as to all game symbols.

7. (ORIGINAL) The method of claim 1 further comprising the step of awarding a prize for winning outcomes.

8. (ORIGINAL) The method of claim 7, wherein the winning outcomes are awarded according to a look up table.

9. (ORIGINAL) The method of claim 1, wherein the triggering event is the appearance of two wild symbols, and wherein at least one wild symbol position is converted to a wild symbol with the same appearance as the wild symbols that triggered the bonus event.

10. (ORIGINAL) The method of claim 1, wherein the triggering symbol or combination of symbols comprises a symbol on both a first and fifth reel in a scatter arrangement.

11. (ORIGINAL) The method of claim 1, wherein symbol positions bearing game symbols that produce scatter pays are excluded from the random selection of wild symbol positions.

12. (PREVIOUSLY AMENDED) A method of playing a video wagering game, comprising:

a player placing a wager on a reel-slot-type video game;

displaying a plurality of randomly selected game symbols on a display, each symbol appearing in a designated symbol position; upon the occurrence of a predetermined triggering event, randomly selecting at least one, and fewer than all symbol positions as [a] wild symbol positions;

converting each symbol displayed within each selected wild symbol position to a wild symbol;

retaining wild symbols in their respective positions and randomly distributing at least some non-wild symbols into frames in the display to perform a second gaming event; and

determining game outcomes based on predetermined combinations of the displayed game symbols and wild symbols in the second gaming event.

13. (PREVIOUSLY AMENDED) An apparatus for playing a video wagering game comprising a housing, a memory system, and a monitor, the memory system directing a process comprising, not necessarily in sequence:

- a) accepting a wager on a reel-slot-type video game;
- b) displaying a plurality of randomly selected game symbols on a display, each symbol appearing in a designated symbol position;
- c) upon the occurrence of a predetermined triggering event, randomly selecting at least one but fewer than all symbol positions as wild symbol positions
- d) converting each symbol displayed within each selected wild symbol position to a wild symbol; and
- e) determining game outcomes based on the displayed game symbols and wild symbols within a single game event.

14. (ORIGINAL) The apparatus of claim 13 wherein after step b) and before step d), a game using the randomly selected game symbols on a display is resolved.

15. (PREVIOUSLY AMENDED) A method of playing a video wagering game with a bonus feature, comprising:

 a player placing a wager on a reel-slot-type video game having a plurality of symbol positions;

 displaying a plurality of randomly selected game symbols on a display, each symbol appearing in a designated symbol position;

 addressing any winning events by a procedure selected from the group consisting of a) resolving any winning events, b) carrying any winning events forward for later resolving, and c) carrying any winning events forward for modification of the winning event by a bonus play; upon the occurrence of a predetermined triggering event for a bonus event, randomly selecting at least one and fewer than all of said plurality of symbol positions as a wild symbol position;

 converting each symbol displayed within each selected wild symbol position to a wild symbol; and

 determining a bonus outcome based on the displayed game symbols and wild symbols within the gaming event.

16. (ORIGINAL) The method of claim 15 wherein any winning event from displaying a plurality of randomly selected game symbols on a display are resolved before determining a bonus outcome based on the displayed game symbols and wild symbols.

17. (ORIGINAL) The method of claim 15 wherein any winning event from displaying a plurality of randomly selected game symbols on a display are

resolved after determining a bonus outcome based on the displayed game symbols and wild symbols.

18. (ORIGINAL) The method of claim 15 wherein any winning event from displaying a plurality of randomly selected game symbols on a display are resolved at about the same time as determining a bonus outcome based on the displayed game symbols and wild symbols.
19. (ORIGINAL) The method of claim 1, wherein the maximum number of viewable positions is 15.
20. (ORIGINAL) The method of claim 1, wherein an appearance of the wild symbol changes to another game symbol at or before game outcomes are determined.
21. (ORIGINAL) The method of claim 1, wherein the wild symbols are wild as to fewer than all of the game symbols.